|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| import os from tkinter.filedialog import askdirectory   import pygame from mutagen.id3 import ID3 from tkinter import\*    root= Tk() root.minsize(600,600)  listofsongs=[] realnames=[]  v= StringVar() songlabel= Label(root, textvariable=v,width=35)  index = 0  def nextsong(event):  global index  index += 1  pygame.mixer.music.load(listofsongs[index])  pygame.mixer.music.play()  updatelabel()   def prevsong(event):  global index  index -= 1  pygame.mixer.music.load(listofsongs[index])  pygame.mixer.music.play()  updatelabel()   def stopsong(event):  pygame.mixer.music.stop()  v.set(" ")  def updatelabel():  global index  #global songname  v.set(listofsongs[index])  #return songname   def directorychooser():   directory = askdirectory()  os.chdir(directory)   for files in os.listdir(directory):  if files.endswith(".mp3"):   realdir=os.path.realpath(files)  audio=ID3(realdir)  #realnames.append(audio['TIT2'].text[0])    listofsongs.append(files)     pygame.mixer.init()  pygame.mixer.music.load(listofsongs[0])  pygame.mixer.music.play()  directorychooser()  Label=Label(root,text="Tisha's music player") Label.pack()   listbox = Listbox(root) listbox.pack()   for items in listofsongs:  listbox.insert(0,items)   nextbutton=Button(root, text="next song") nextbutton.pack()  previousbutton=Button(root, text="previous song") previousbutton.pack()  stopbutton=Button(root, text="stop song") stopbutton.pack()  nextbutton.bind("<Button-1>", nextsong) previousbutton.bind("<Button-1>", prevsong) stopbutton.bind("<Button-1>", stopsong)  songlabel.pack()   root.mainloop()   |  |  | | --- | --- | | https://www.google.com/s2/u/0/photos/public/AIbEiAIAAABECJi1j62V2b6MtwEiC3ZjYXJkX3Bob3RvKihlM2UwMTc2NTE4MGVjMzIzMDI3YjNkY2Y3YmRhNDkwZTNlZTE2YmQwMAFEBbuoQzrTQw0ScnyuRLy2YEIG-w?sz=40 | ReplyForward | |  |  |